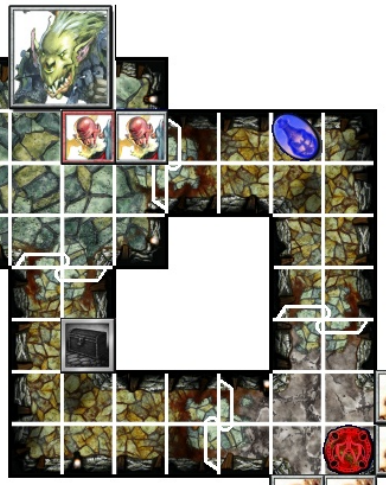
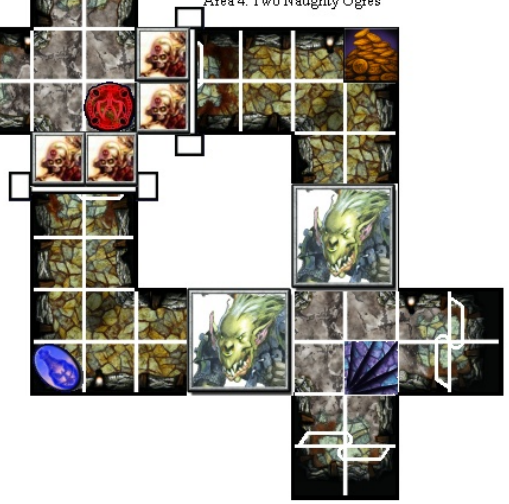
Area 1: The Summoning Circle

Area 3: One Naughty Ogre



Area 4: Two Naughty Ogres



Area 2: Mind Cintrol 101

Area 5: The Great Hall

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The Darkane Darkademy

By Duncan Peel

Scenario Background

Like most adventuring heroes, most of your time is spent in an assortment of taverns and bars. It should come as little surprise then, that such a place is exactly where this adventure begins.
Sat around a table together, enjoying your watered ale and discusssing existential matters, and feeling as though you have no real control over your lives like, perhaps, pieces on a game board, you all suddenly wobble in your seats. The feeling subsides. It was a sudden dizziness accompanied by a deep roaring inside your heads. Before any of you has the time to comment on last nights curry, the feeling returns. Worse.
Suddenly, the floor seems to drop away, the world turns black, and ...

Mission Goals

Put a stop, once and for all, to the evil and dangerous works of the Academy Sorcerers.
If you can activate some of the glyphs of transport in the process, all the better.
You start with 5 conquest tokens.

The heroes start ina any of the four squares in the centre of area 1.

Area 1: The Summoning Circle

You and your companions push back the sudden urge to vomit as the feeling of rushing through the dark suddenly ends, causing your knees to buckle and stars to flash and spin in front of your eyes.
Regaining your composure you look into the room around you.
You are in a grey stone hall, the walls spotted with arcane writings, and scraps of paper you guess to bear instructions to some devilish practice. On the floor around you is an intricate circle, whorls and pictagrams, all carefully rendered in copper coins.
Two sorcerers stare at you in wide-eyed amazement, while a third, dressed in particularly splendid robes, looks smug. None of them look afraid.
"Welcome, heroes." Sneers the summoner. "I have brought you here for a purpose, for questioning. As an added bonus, afterwards, you will be useful to my colleagues in instructing these no-good initiates in the fine arts of torture."
The strongest of you, lunges forward, weapon drawn only to slam into an invisible wall of force and be thrown back, twitching with arcane energies.
"As you have so aptly demonstrated, no physical matter can pass out of the circle in which you now stand-"
The summoner is cut off as your mage briefly mutters an incantation, sending a small, swirling ball of energy flashing toward one of he initiates. It strikes him sqaure in the nuts, causing him to cry out in pain and stagger forward, disturbing the lay of the coins.
"You fool!" Cries the summoner. "Kill them!"

Area 2: Mind Control 101

In the room before you stands a sorcerer, apparrently instructing a student in domination techniques. When you enter, he calmly asks if the initiate remembers how to instruct a subject to attact. Clealy this is a skilled and attentive student. Best kill them both.

Area 3: One Naughty Ogre

An unhappy looking ogre is being berated for having been too brutish.

Area 4: Two Naughty Ogres

Clearly you are approaching an important and high-security area. The two guards seem surprised, but pleased to see you in a "I've not hit anyone in months" kind of way...

Area 5: The Great Hall

At the far end of this huge hall you can just make out a figure gesturing frantically and shrieking some words of power.
Reality shimmers around you as a huge, demonic creature appears beside the summoner.
"Kill the intruders!" Order the summoner, pointing toward you. But the demon looks at the summoner, snarls, and tears him in two.
The remaining sorcerers begin thinking that escape could be a good plan.
****
The demon in this room has a name, but you would feel silly if you tried to pronounce it.
He has 5 extra hit points and anyone who is damaged by his magic attack recieves one stun token. The master demon may also spend 2 suges on his attack roll to send the targetted hero back to town, but this ability only works if the target sustains damage in the attack.

Important: If the master demon and all master sorcereres are dead, the heroes have won.
If the heroes ever reach zero conquest tokens, the overlord has won.

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